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## App Review: Tower Defense

Summary: The app is a tower defense game in which a user places towers in order to prevent enemies from advancing from one side of the screen to the other. Currently the app is not fully functional. The main screen has a blank background currently and a single button labeled "play." This takes the user to a level selection menu, but currently only "level 1" is available. Currently, a user can place towers, and press the start button to see the enemies advance across the screen. The towers can stop enemies, but there is no visible indication of the towers "attacking." If an enemy reaches the end of the screen it currently doesn't do anything. There is also a settings menu, but it currently does nothing.

Positives: The basic framework for the game is in place, and the animations are simple but clean and functional. As long as you understand how tower defense works, the app is very easy to understand. Even without full functionality the app is fun to play around with. Whatever function is being used to determine whether the towers stopped an enemy or not seems to be working. The colors within the game itself looked good. Even though there is only one currently playable level, I like the fact that level selection is an option.

Negatives: Obviously this is not a fully functioning app. There is no score display, nor is there any other way to indicate whether the user "won" or "lost". The "tower 2", "tower 3", and "tower 4" buttons do not do anything. There is no instructions screen, which would be very useful for users who have never played tower defense. Putting a background on the home screen would make the app look much nicer, but currently the home screen and level select screen both look very plain. The settings menu currently does nothing. Currently a user can place an infinite number of towers by clicking the "tower 1" button repeatedly, then clicking on the playing field; this is presumably not the desired function since it makes the game very easy to win. Multiple levels have not yet been added. The "attacks" from the towers are not visible, so it is hard for me, as a user, to tell that they are doing anything until the enemies actually disappear. It is a little difficult to figure out that you need to click the "tower 1" button before being able to place a tower. This confusion comes mostly from the fact that the buttons give no feedback when you push them. There is no option to exit the game or restart it, the user can only use the back button once the game is over.

Adherence to Style Guidelines: The app has clearly not been fully styled yet, but the colors within the game do adhere to the style guidelines. The app currently uses the default icon, but this is an obvious issue so I assume that it will be fixed in the next release. As stated above, the tower selection buttons do not give feedback when you push them, which is definitely not in adherence with the guidelines. The home screen and level select screen do not make enough use of color. The flow from one activity to the next does fit with the style guidelines. The app does not use an action bar.

Defects:  As mentioned above, the user can add towers to every spot on the board potentially and only the "tower 1" button actually does anything.  Aside from that, everything seems to work as expected, it just isn't finished.

Rating: 2

Crashes: The app did not crash.

# Tower Defense App

Summary:

This app is a tower defense game where enemies have to navigate from point A to point B along a linear path. The player builds towers that attack the enemies to stop them from reaching point B.

Positive Characteristics:
- Good base gameplay

Negative Characteristics:
- No icon
- No enemy health bars
- No feedback on a tower attacking
- No information on the range of a tower
- No win or lose state
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Android Design guidelines:

This app doesn't have an icon and has a very barren UI. The tower selection bar doesn't fit well with the design patterns for android.

Defects:
- It's hard to tell if the game has started or if the towers are killing the enemies before they are drawn when towers are placed on the far left
- The board goes to the bottom of the screen but the tower selection bar covers the bottom row of the board.
- Tapping the Tower1 button, then the path, and then a valid square doesn't place a tower
- The enemies clip over the towers
- The far right column of the grid is larger than other columns
- The far right cell of the path doesn't take up the whole cell. Most of the cell is gray but the last several pixels are the same green as the rest of the board

Ratings: 2.5/5

The base game is there but it needs a lot more content and polish.

Crashes:

I reviewed this app on a Motorolla Droid Bionic running Android 4.1.2

I managed to crash the app several times by repeatedly trying to place a tower on a square that was partially covered by the tower selection bar. If that wasn't clear then try repeatedly tapping on the edge of the Tower1 button and the board and the app should crash.